Bonny Pall, Clearcutter {3}{G}{U}{U}

Legendary Creature -- Giant Scout

Reach
When Bonny Pall enters, create Beau, a legendary blue Ox creature token with "Beau's power and toughness are each equal to the number of lands you control."
Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Displacement Wave {X}{U}{U}

Sorcery

Return all nonland permanents with mana value X or less to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Displacement Wave {X}{U}{U}

Sorcery

Return all nonland permanents with mana value X or less to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doppelgang {X}{X}{X}{G}{U}

Sorcery

For each of X target permanents, create X tokens that are copies of that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doppelgang {X}{X}{X}{G}{U}

Sorcery

For each of X target permanents, create X tokens that are copies of that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure {1}{U}

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply {W}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Failure 1U

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply W

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.) Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure 1U

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply W

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.) Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geometer's Arthropod (G)(U)

Creature -- Fractal Crab

Whenever you cast a spell with {X} in its mana cost, look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2GU

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect GU

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kellan, Inquisitive Prodigy {2}{G}{U}

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- - - ADVENTURE - - -

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Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in the Maze {X}{U}{U}

Enchantment

Flash
When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Tapped creatures you control have hexproof.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in the Maze {X}{U}{U}

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When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Tapped creatures you control have hexproof.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter {X}{G}{U}

Sorcery

Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter {X}{G}{U}

Sorcery

Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiple Choice {X}{U}

Sorcery

If X is 1, scry 1, then draw a card.
If X is 2, you may choose a player. They return a creature they control to its owner's hand.
If X is 3, create a 4/4 blue and red Elemental creature token.
If X is 4 or more, do all of the above.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - Unknown format (MO ???99???#2 (?123????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Multiple Choice (X)(U)

Sorcery

If X is 1, scry 1, then draw a card.
If X is 2, you may choose a player. They return a creature they control to its owner's hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prairie Stream

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
{T}: Add {G} or {U}.
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suspend (U)

Instant

Exile target creature and put two time counters on it. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, they remove a time counter. When the last is removed, they may play it without paying its mana cost. If it's a creature, it has haste.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Toroaimiti - Unknown format (MO ???99???#2 (?123????CS) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

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This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Intervention (X)(U)(U)

Instant

Choose one --
* Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order.
* Counter target spell unless its controller pays twice {X}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Intervention (X)(U)(U)

Instant

Choose one --
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Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vineglimmer Snarl

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As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
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Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arixmethes, Slumbering Isle (2)(G)(U)

Legendary Creature -- Kraken

Arixmethes enters tapped with five slumber counters on it.
As long as Arixmethes has a slumber counter on it, it's a land. (It's not a creature.)
Whenever you cast a spell, you may remove a slumber counter from Arixmethes.
{T}: Add {G}{U}.

[sideboard]

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Sun's Twilight (X)(U)(U)

Sorcery

Gain control of target creature with mana value X or less. If X is 5 or more, create a token that's a copy of that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Sun's Twilight (X)(U)(U)

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Bounty of the Luxa {2}{G}{U}

Enchantment

At the beginning of your first main phase, remove all flood counters from this enchantment. If no counters were removed this way, put a flood counter on this enchantment and draw a card. Otherwise, add {C}{G}{U}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glittering Wish {G}{W}

Sorcery

You may reveal a multicolored card you own from outside the game and put it into your hand. Exile Glittering Wish.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glittering Wish {G}{W}

Sorcery

You may reveal a multicolored card you own from outside the game and put it into your hand. Exile Glittering Wish.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix Command {1}{G}{U}

Instant

Choose two --
* Return target creature or planeswalker to its owner's hand.
* Counter target artifact or enchantment spell.
* Put two +1/+1 counters on target creature.
* Target player shuffles up to three target cards from their graveyard into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix Command {1}{G}{U}

Instant

Choose two --
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[sideboard]

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Repudiate {G/U}{G/U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

- - - RIGHT HALF - - -

Replicate {1}{G}{U}

Sorcery

Create a token that's a copy of target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valgavoth's Onslaught {X}{X}{G}

Sorcery

Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildest Dreams {X}{X}{G}

Sorcery

Return X target cards from your graveyard to your hand. Exile Wildest Dreams.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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